Amendments to the Claims:

The Listing of Claims (pages 3-9) replaces all prior versions of claims in the application.

All prior claims 1–329 have been canceled.

New claims 330–351 have been added to the Listing of Claims to more clearly define the invention.

Claims 1 - 157 (cancelled)

Claims 158 - 212 (cancelled)

Claims 213 - 329 (cancelled)

330. (New) A method for use in a data processing system containing a first processor and a data storage device, and for use in a separately housed independently operable portable game system containing a second processor and a discrete display device, said method comprising the steps of:

(a) storing a first program of executable instructions and a second program of instructions in said data storage device in said data processing system;

(b) executing said first program in said first processor to initiate transmission of said second program from said data processing system through a data transmission link to said portable game system;

(c) executing said second program in said second processor to generate polygon vertex data in said portable game system to represent shapes of a 3-dimensional player-controlled object moving in a simulated 3-dimensional game space; and

(d) rendering said polygon vertex data in said portable game system to generate first pixel data that represents said player-controlled object from variable 3-dimensional viewing angles controlled by at least one manually operated control device for display on said discrete display device in said portable game system.

331. (New) The method of claim 330 wherein said discrete display device is a liquid crystal display (LCD) device.

332. (New) The method of claim 330, wherein said data transmission link comprises wireless transmission.

333. (New) The method of claim 330, further comprising the step of: rotating said variable 3-dimensional viewing angles about said player-controlled object in response to operation of at least one control device.

334. (New) The method of claim 330, further comprising the step of: rotating said viewing angles about at least one viewpoint so as to generate variable views of said simulated 3-dimensional game space in response to operation of at least one control device.

335. (New) The method of claim 330, wherein said portable game system comprises a touchscreen that senses variable locations of a manually operated physical object on the touchscreen so as to control motion of said player-controlled object.

336. (New) The method of claim 330, wherein said portable game system comprises a touchscreen that senses variable locations of a manually operated physical object on the touchscreen so as to control said variable viewing angles.

337. (New) The method of claim 330, wherein said player-controlled object has a body part from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, teeth, clothing, tool, weapon, and object held by a simulated character.

338. (New) The method of claim 330, wherein said second program is downloaded from the Internet to said portable game system.

339. (New) The method of claim 330, further comprising the step of generating second pixel data that represents a portion of said simulated game space for display on a second discrete display device in a portable game system.

340. (New) The method of claim 330, wherein said portable game system renders polygon vertex data that represents a second player-controlled object autonomously performing a player-selected task for display on said discrete display device.

341. (New) A computer readable data storage medium storing a game program of executable instructions that are processed as data in a first processor in a data processing system and are transmitted through a data transmission link to a separately housed independently operable portable game system containing a second processor and a discrete display device, said data storage medium storing:

(a) digital data that represents a simulated 3-dimensional game space and objects therein;

(b) polygon vertex data that represents an initial shape of a 3-dimensional player-controlled object; and

(c) a game program of said executable instructions that cause said second processor to modify said polygon vertex data to represent shapes of said 3-dimensional player-controlled object moving in said simulated 3-dimensional game space, said game space and said modified polygon vertex data being rendered as pixel data in said portable game system from variable 3-dimensional viewing angles for display on said discrete display device.

342. (New) The data storage medium of claim 341, comprising an optically coded disk.

343. (New) The data storage medium of claim 341, comprising a semiconductor memory.

344. (New) A data processing system comprising:

(a) a data storage device storing a first program of executable instructions and a second program of instructions;

(b) a separately housed independently operable portable game system;

(c) a first processor in said data processing system for executing said first program that initiates transmission of said second program through a data transmission link to said portable game system;

(d) a second processor in said portable game system for executing said transmitted second program to generate polygon vertex data that represents shapes of a 3-dimensional player-controlled object moving in a simulated 3-dimensional game space; and

(e) a processor in said portable game system for rendering said polygon vertex data to represent said second player-controlled object from a variable 3-dimensional viewing angle to produce pixel data; and

(f) a discrete display device in said portable game system for displaying said pixel data.

345. (New) The data processing system of claim 344, wherein said data transmission link comprises wireless transmission.

346. (New) The data processing system of claim 344, further comprising a touch sensor in said portable game system that generates input data specifying variable locations of a manually operated physical object moving on said touch sensor for processing by said second processor.

347. (New) The data processing system of claim 344, further comprising a second discrete display device in a portable game system for displaying second pixel data.

348. (New) The data processing system of claim 344, wherein said second program is downloaded from the Internet to said portable game system.

349. (New) The data processing system of claim 344, wherein said portable game system is hingedly attached to a base that provides physical stablity to the portable game system when supported on a horizontal surface.

350. (New) The data processing system of claim 344, wherein said said portable game system is configured to be electrically connected to an adapter device that comprises a manually operated sensor device.

351. (New) A method for use in a data processing system containing a first processor and a data storage device, and for use in a separately housed independently operable portable game system containing a second processor and a discrete display device, said method comprising the steps of:

(a) storing a first program of executable instructions and a second program of instructions in said data storage device in said data processing system;

(b) executing said first program in said first processor to initiate transmission of said second program from said data processing system through a data transmission link to said portable game system;

(c) executing said second program in said second processor to generate polygon vertex data in said portable game system to represent shapes of a 3-dimensional player-controlled object moving in a simulated 3-dimensional game space; and

(d) rendering said polygon vertex data in said portable game system to generate pixel data that represents said player-controlled object from a variable 3-dimensional viewpoint for display on said discrete display device in said portable game system.